

Children's Television Programming Report

 FRN: 0002710192
 File Number: CPR-122930
 Submit Date: 07/11/2011
 Call Sign: WSFL-TV
 Facility ID: 10203

 City: MIAMI
 State: FL

 Service: Full Service Television
 Purpose: Children's TV Programming Report
 Status: Received
 Status Date:

 07/11/2011
 Filing Status: Active
 Filing Status: Active
 Filing Status: Active
 Filing Status: Active

Report reflects information for : Second Quarter of 2011

General	Section	Question	Response
Information	Attachments	Are attachments (other than associated schedules) being filed with this application?	

Applicant	Applicant Name, Typ	e, and Contact Info	rmation		
Information	Applicant	Address	Phone	Email	Applicant Type

t	Contact Name	Address	Phone	Email	Contact Type
-					

Contact Representatives (0)

Children's	Section	Question	Response		
Television Information	Station Type	Station Type Station Type		Network Affiliation	
		Affiliated network	CW		
		Nielsen DMA	Miami-Ft. Lauder	dale	
		Web Home Page Address	www.southflorida	.com	
Digital Core	Question			Response	
Programming	State the average number of hours of Core Programming per week broadcast by the station on its main program stream			3.0	
	State the average number of hours per week of free over-the-air digital video programming broadcast by the station on other than its main program stream			504.0	
	State the average number of hours per week of Core Programming broadcast by the station on other than its main program stream. See 47 C.F.R. Section 73.671:			12.0	
	Does the Licensee provide information identifying each Core Program aired on its station, including an indication Ye of the target child audience, to publishers of program guides as required by 47 C.F.R. Section 73.673?			Yes	
	Does the Licensee certify that at least 50% of the Core Programming counted toward meeting the additional programming guideline (applied to free video programming aired on other than the main Yes No program stream) did not consist of program episodes that had already aired within the previous seven days either on the			Yes	

station's main program stream or on another of the station's free digital program streams?

Digital Core Programs(18)

Digital Core Program (1 of 18)	Response
Program Title	Magi-Nation
Origination	Network
Days/Times Program Regularly Scheduled	04/02-06/25: Sat/7-730a, 730-8a
Total times aired at regularly scheduled time	26
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	7 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	(Digital 39.1) For young people today, new information is generally no more than a mouse-click away. Knowledge is readily there for the taking if kids simply know how to appropriately access it and effectively make use of it. In this context, many of the most useful and important things that youngsters can learn center on discovery, analysis and problem-solving how do kids get the "right" information and make proper use of it. What questions should be asked? How does one assess veracity? How does one weigh alternatives? How are decisions best arrived at? How does one decide when aims can be accomplished independently, and if help is needed, how does one go about enlisting support? Above all, how can goals be achieved ethically and with regard to the greater good. In an enticing new world filled with excitement, mystery, and danger. "Magi-Nation" addresses these vital learning goals. Tony, Edyn and Strag along with their human and decidedly non-human colleagues model their successful, and sometimes less than successful, attempts to analyze difficult situations, set appropriate goals, and creatively seek solutions to the dire dilemmas in which they find themselves. In the course of a series of intriguing codes, riddles and other puzzles that Tony, Edyn and Strag are presented with along the way, viewers are furthermore given the engaging opportunity to not only observe others go through the problem solving cycle, but to make use of their unique knowledge base and burgeoning problem solving skills to address conundrums on their own.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (2 of 18)	Response
Program Title	Eco Company
Origination	Syndicated
Days/Times Program Regularly Scheduled	04/03-06/26: Sun/730-8a
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	(Digital 39.1) Eco Company provides CORE programming in the area of the environment and preservation of the earth's resources. Eco Company explores all aspects of being green and understanding how our actions impact the world. The E-Co team learns about global warming by asking questions to discover the truths and myths of the global warming issue. They learn about alternative energies by visiting wind farms and solar installations and discovering new energy technologies currently under development. They learn more about recycling, conservation and organics. The E-Team profiles teens and school organizations who have taken it upon themselves to make a difference, young entrepreneurs who are taking their passion for green to develop new ideas, and new products for a sustainable future. Most importantly, each story and each feature is reported by teens and told from their perspective. Additionally the show provides weekly practical tips that teens, and people of all ages can use in their daily lives. Eco Company uses the technique of peer reporting. The diverse and dynamic cast of teens who make up Eco Company combine their natural curiosity with their enthusiasm to report the informational stories to teens and their families. Each episode employs Eco Company members or hosts who conduct interviews of peers and adults, and experience first hand the demonstration and explanation of the topic.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (3 of 18)	Response
Program Title	Career Day
Origination	Syndicated
Days/Times Program Regularly Scheduled	04/03-06/26: Sun/12-1230p
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	(Digital 39.1) The purpose of this program is to provide a safe learning environment for our viewers to become more informed about the gamut of possible careers available for them to explore. Each segment of Career Day delivers an educational and informational message that supports current social, intellectual and emotional aspects of children ages 13 years and older. Attributes and advic emphasized by guests instill a grounded balance of priorities, dedication, and perserverance children can apply to their lives.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (4 of 18)	Response
Program Title	Mad About
Origination	Syndicated
Days/Times Program Regularly Scheduled	04/03-06/26: Sun/1230-1p

Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	(Digital 39.1) Mad Aboutprovides CORE programming in the area of Financial Literacy, Nutrition, Earth Science, Ecology, Health, Life Skills and Fitness that tie to state and national education standards. Mad Aboutexplores being "green" and understanding how our actions impact the world. The Mad Aboutteam find out about healthy snacks and proper exercise through sketch comedy segments. Music videos teach financial literacy and the importance of family budgeting. Animation reinforces concepts of cyber bully prevention. Mad Aboutuses the technique of sketch comedy, music videos, animation and kid on the street interviews to teach, entertain and inspire teens to make quality life decisions. The diverse and dynamic cast of young people who make up the Mad Aboutcast combine their natural curiosity with their enthusiasm to inform teens and their families about society's most important issues and life skills. The Mad Aboutwebsite that can be easily accessed by parents and educators providing a clear description of the program and types of topics covered. It will also provide a listing of the days and times shows are aired on broadcasting stations through the USA. Advanced notice of programming will also be available to parents and consumers by the website.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (5 of 18)	Response
Program Title	Young Icons
Origination	Syndicated
Days/Times Program Regularly Scheduled	04/03-06/26: Sun/1-130p
Total times aired at regularly scheduled time	13

Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	(Digital 39.1) The Young Icons gives you a glimpse inside the lives of the brightest and the best of America's youth, including world-class athletes, accomplished artists, scholars, philanthropists, and entrepreneurs. These extraordinary young people are making a real difference in the world, and prove that children really can accomplish amazing and inspirational things.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (6 of 18)	Response
Program Title	Super Libro
Origination	Network
Days/Times Program Regularly Scheduled	04/02-06/25: Sat/7-730a; 04/03-06/26: Sun/7-730a
Total times aired at regularly scheduled time	26
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	5 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	(Digital 39.2) This animated children's series transports two curious children and their robot, who, after accidentally discovering an antique book with magical power, find themselves caught up in adventure after adventure. In each episode, they are transported back in time, right in the middle of ancient, biblical stories. Children of all ages enjoy experiencing first-hand their favorite Bible adventures.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (7 of 18)	Response
Program Title	Safari Tracks
Origination	Network
Days/Times Program Regularly Scheduled	04/02-06/25: Sat/730-8a; 04/03-06/26: Sun/730-8a
Total times aired at regularly scheduled time	26
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	(Digital 39.2) Safari Tracks is a program with content grounded in the natural world and delivered using an approach that, while entertaining to a young audience, highlights the informational and educational aspects of the animal kingdom in the given environment of Africa. Young audiences wil gain worthwhile information and concepts delivered with an enlightened attitude toward nature and the environment. Viewers receive topic points that help build the ethical decision-making necessary to becoming a citizen of the planet.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (8 of 18)	Response
Program Title	Reino Animal
Origination	Network
Days/Times Program Regularly Scheduled	04/02-06/25: Sat/8-830a; 04/03-06/26: Sun/8-830a
Total times aired at regularly scheduled time	26
Total times aired	

Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	5 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	(Digital 39.2) Reino Animal is an amusing and informative 30 minute program about Flora and Fauna The program introduces to the audience all kinds of animals that you can imagine, from the common the amazing animals, including monkeys, gigantic lizards, sharks and tigers, and the remainder of the animals of the Americas, Africa, Asia, Australia, and all the places in between. Each episode is independently an amusing view and adventure in the animal world. In this committed world to the preservation of its resources, Reino Animal is captivating, culturally prominent, and important.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (9 of 18)	Response
Program Title	Mustard Pancakes
Origination	Network
Days/Times Program Regularly Scheduled	04/02-06/25: Sat/10-1030a, 1030-11a
Total times aired at regularly scheduled time	26
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	3 years to 6 years

e ir o h	Describe the educational and nformational objective of the program and now it meets the definition of Core Programming.	(Digital 39.3) Mustard Pancakes is a television series for children, featuring the loveable and talented Courtney Campbell, and her family of fun-loving friends. Each episode mirrors a slice of everyday life, from problems to celebrations and everything in between. Mustard Pancakes is designed to contribute to preschool children's social and emotional development, with a secondary focus on literacy and storytelling. It supports and nutures a sense of self-esteem and self-efficacy.
ic b th	Does the Licensee dentify the program by displaying hroughout the brogram the symbol E I?	Yes

Digital Core Program (10 of 18)	Response
Program Title	Critter Gitters
Origination	Network
Days/Times Program Regularly Scheduled	04/02-06/25: Sat/11-1130a, 1130a-12n
Total times aired at regularly scheduled time	26
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	1 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	(Digital 39.3) Series features a non-violent, adventurous format that can be enjoyed by the entire family while stimulating creativity, promoting team work, and showcasing moral dilemmas and social values. A search and rescue, animal adventure-themed series with an entertaining twist of investigative and detective "super sleuthing" by a group of neighborhood kids, a veterinarian, a marine biologist, a zany professor, and colorful neighborhood characters. Action and stimulating story lines combined with compelling situations along with kids' natural curiosity and a love for animals. Series features a diverse cast providing positive role models.

Does the	Yes
Licensee identify	
the program by	
displaying	
throughout the	
program the	
symbol E/I?	

Digital Core Program (11 of 18)	Response
Program Title	Curiosity Quest
Origination	Network
Days/Times Program Regularly Scheduled	04/02-06/25: Sat/12-1230p, 1230-1p
Total times aired at regularly scheduled time	26
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	1 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	(Digital 39.3) Curiosity Quest is an upbeat, family, educational program that explores what viewers are curious about. In each show, host Joel Greene ventures on a quest to answer viewers letters of curiosity. Each quest takes the audience on location for an unscripted, hands-on, educational exploration. In addition, throughout each program, Joel will hit the streets to get real and often comical answers to questions pertaining to each episode. Joel's enthusiastic personality often land him in hilarious situations in pursuit of the answer.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (12 of 18)	Response
Program Title	Magi-Nation
Origination	Network

Days/Times Program Regularly Scheduled	04/01-06/30: M-F/930-10a; 04/03-06/26: Sun/1030-11a
Total times aired at regularly scheduled time	65
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	7 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	(Digital 39.4) For young people today, new information is generally no more than a mouse-click away. Knowledge is readily there for the taking if kids simply know how to appropriately access it and effectively make use of it. In this context, many of the most useful and important things that youngsters can learn center on discovery, analysis and problem-solving how do kids get the "right" information and make proper use of it. What questions should be asked? How does one assess veracity? How does one weigh alternatives? How are decisions best arrived at? How does one decide when aims can be accomplished independently, and if help is needed, how does one go about enlisting support? Above all, how can goals be achieved ethically and with regard to the greater good. In an enticing new world filled with excitement, mystery, and danger. "Magi-Nation" addresses these vital learning goals. Tony, Edyn and Strag along with their human and decidedly non-human colleagues model their successful, and sometimes less than successful, attempts to analyze difficult situations, set appropriate goals, and creatively seek solutions to the dire dilemmas in which they find themselves. In the course of a series of intriguing codes, riddles and other puzzles that Tony, Edyn and Strag are presented with along the way, viewers are furthermore given the engaging opportunity to not only observe others go through the problem solving cycle, but to make use of their unique knowledge base and burgeoning problem solving skills to address conundrums on their own
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (13 of 18)	Response
Program Title	Green Screen Adventures
Origination	Network

Days/Times Program Regularly Scheduled	04/02-06/25: Sat/10-1030a
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	7 years to 9 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	(Digital 39.4) Green Screen Adventures sparks enthusiasm for writing through age-appropriate sketch comedy, original songs, puppetry, and story theatre. The stories are based on the writing of elementary school students. Children get the message that their words have power and their voices are being heard. The Green Screen company of performers and writers are diverse and reinforce critical writing skills and share positive social messages. The educational mission also emphasizes curiosity, confidence, citizenship and compassion.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (14 of 18)	Response
Program Title	Busytown Mysteries
Origination	Network
Days/Times Program Regularly Scheduled	04/02-06/25: Sat/1030-11a
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	

Length of Program	30 mins
Age of Target Child Audience	3 years to 7 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	(Digital 39.4) Curiosities are everywhere in Busytown and so are Huckle Cat, Lowly Worm, Sally Cat, Hilda Hippo plus Pig Will and Pig Won't. Each episode is an innovative blend of humor and learning based around six unforgettable friends and many other colorful characters from the amazing world of Richard Scarry's books. Viewers follow the friends as they scour Busytown looking for the answer to the episode's mystery.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (15 of 18)	Response
Program Title	The Busy World of Richard Scarry
Origination	Network
Days/Times Program Regularly Scheduled	04/02-06/25: Sat/11-1130a, 1130a-12n
Total times aired at regularly scheduled time	26
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	2 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	(Digital 39.4) This fully animated series is based on the books by Richard Scarry which parents worldwide rely on to teach valuable lessons. Busytown is an enchanting place that's abuzz with energy and life. Young audiences love to sing and laugh along, as Huckle Cat and Lowly Worm make their way through the day. Always concerned for each other, the residents of Busytown make time for a song and a smile.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (16 of 18)	Response
Program Title	Cake
Origination	Network

Days/Times Program Regularly Scheduled	04/02-06/25: Sat/12-1230p
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	8 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	(Digital 39.4) Cake, super creative teen, hosts a cable access show, "Cake TV", with the here of her three best friends, Miracle, Amy and Benjamin. The show is produced out of Cake's garage and co-hosted by the three girls who show their audience how to take ordinary, everyday items (t-shirts, CD cases, plush toys) and make them extraordinary using a little imagination, and a glue gun!
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (17 of 18)	Response
Program Title	Dance Revolution
Origination	Network
Days/Times Program Regularly Scheduled	04/02-06/25: Sat/1230-1p
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	10 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	(Digital 39.4) The goal of Dance Revolution is to teach and promote dance as a means of excercise and an avenue to good health for 10-12 year olds.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Origination	Network
Days/Times Program Regularly Scheduled	04/03-06/26: Sun/10-1030a
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	9 years to 11 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	(Digital 39.4) This series is designed to encourage young viewers to accept and value diversity. Each week the team of young Stargate trainees enter a new world. As they encounter cultures, races, and life forms foreign to any they have ever dreamed of, they also face life-threatening problems that require each member of the team to contribute to the well-being of all. As the young cadets learn to interact with and value "people" from different backgrounds and cultures, so too will the viewing audience. The trainees model many of the attitudes and behaviors that today's young people must learn in order to function well in a highly diverse society. The episodes emphasize getting along with others who are very different from oneself, working well with one's own team, and the individual character traits and abilities that go into the making of a good Stargate warrior and, of course, a good person.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Non-Core Educational and Informational Programming (0) Sponsored Core Programming (0)

Liaison Contact

Question

Response

question	Response
Does the Licensee publicize the existence and location of the station's Children's Television Programming Reports (FCC 398) as required by 47 C.F.R. Section 73.3526(e)(11)(iii)?	Yes
Name of children's programming liaison	Susie Maleszewski
Address	200 E. Las Olas Blvd., 11th Floor
City	Ft. Lauderdale
State	FL
Zip	33301
Telephone Number	(954) 627-7308
Email Address	smaleszewski@tribune.com
Include any other comments or information you want the Commission to consider in evaluating your compliance with the Children's Television Act (or use this space for supplemental explanations). This may include information on any other noncore educational and informational programming that you aired this quarter or plan to air during the next quarter, or any existing or proposed non-broadcast efforts that will enhance the educational and informational value of such programming to children. See 47 C.F.R. Section 73.671, NOTES 2 and 3.	Various Public Service Announcements that are educational and informational to children are attached to this report in the public file. Third quarter schedule changes reflect the start of the fall broadcast season. WSFL digital broadcasts of Azteca America Network are carried on a second program stream (39.2). WSFL launched digital broadcasts of Antenna TV Network on a third program stream (39.3) effective Saturday, January 01, 2011. WSFL digital broadcasts of This TV Network moved to our fourth program stream (39.4), effective Saturday, January 01, 2011. Different episodes of MAGI-NATION aired on channel 39.1 each week than aired on channel 39.4. WSFL ceased analog broadcasts on June 12, 2009. Thus, there were no analog broadcasts during the reporting period.

Other Matters (20)

Other Matters (1 of 20)	Response
Program Title	Magi-Nation
Origination	Network
Days/Times Program Regularly Scheduled	07/02-09/24: Sat/7-730a, 730-8a
Total times aired at regularly scheduled time	26
Length of Program	30 mins
Age of Target Child Audience from	7 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	(Digital 39.1) For young people today, new information is generally no more than a mouse-click away. Knowledge is readily there for the taking if kids simply know how to appropriately access it and effectively make use of it. In this context, many of the most useful and important things that youngsters can learn center on discovery, analysis and problem-solving how do kids get the "right" information and make proper use of it. What questions should be asked? How does one assess veracity? How does one weigh alternatives? How are decisions best arrived at? How does one decide when aims can be accomplished independently, and if help is needed, how does one go about enlisting support? Above all, how can goals be achieved ethically and with regard to the greater good. In an enticing new world filled with excitement, mystery, and danger. "Magi-Nation" addresses these vital learning goals. Tony, Edyn and Strag along with their human and decidedly non-human colleagues model their successful, and sometimes less than successful, attempts to analyze difficult situations, set appropriate goals, and creatively seek solutions to the dire dilemmas in which they find themselves. In the course of a series of intriguing codes, riddles and other puzzles that Tony, Edyn and Strag are presented with along the way, viewers are furthermore given the engaging opportunity to not only observe others go through the problem solving cycle, but to make use of their unique knowledge base and burgeoning problem solving skills to address conundrums on their own.
Other Matters (2 of 20)	Response
Program Title	Eco Company
Origination	Syndicated
Days/Times Program Regularly	07/03-09/25: Sun/730-8a

 Scheduled

 Total times aired at regularly scheduled time

 Length of Program

 30 mins

13 years to 16 years Age of **Target Child** Audience from Describe the (Digital 39.1) Eco Company provides CORE programming in the area of the environment and preservation educational of the earth's resources. Eco Company explores all aspects of being green and understanding how our and actions impact the world. The E-Co team learns about global warming by asking questions to discover the informational truths and myths of the global warming issue. They learn about alternative energies by visiting wind farms objective of and solar installations and discovering new energy technologies currently under development. They learn more about recycling, conservation and organics. The E-Team profiles teens and school organizations who the program and how it have taken it upon themselves to make a difference, young entrepreneurs who are taking their passion for meets the green to develop new ideas, and new products for a sustainable future. Most importantly, each story and definition of each feature is reported by teens and told from their perspective. Additionally the show provides weekly practical tips that teens, and people of all ages can use in their daily lives. Eco Company uses the technique Core Programming. of peer reporting. The diverse and dynamic cast of teens who make up Eco Company combine their natural

employs Eco Company members or hosts who conduct interviews of peers and adults, and experience first hand the demonstration and explanation of the topic. Other Matters (3 of 20) Response **Program Title** Career Day Syndicated Origination **Days/Times Program** 07/03-09/25: Sun/12-1230p **Regularly Scheduled** Total times aired at 13 regularly scheduled time Length of Program 30 mins Age of Target Child 13 years to 16 years Audience from Describe the (Digital 39.1) The purpose of this program is to provide a safe learning environment for our viewers educational and to become more informed about the gamut of possible careers available for them to explore. Each informational segment of Career Day delivers an educational and informational message that supports current objective of the social, intellectual and emotional aspects of children ages 13 years and older. Attributes and advice program and how it emphasized by guests instill a grounded balance of priorities, dedication, and perserverance meets the definition children can apply to their lives.

curiosity with their enthusiasm to report the informational stories to teens and their families. Each episode

Programming. Other Matters (4 of 20) Response **Program Title** Mad About.. Origination Syndicated Days/Times 07/03-09/18: Sun/1230-1p Program Regularly Scheduled Total times 12 aired at regularly scheduled time

of Core

Length of Program	30 mins	
Age of Target Child Audience from	13 years to 16 years	
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	(Digital 39.1) Mad Aboutprovides CORE programming in the area of Financial Literacy, Nutrition, Ea Science, Ecology, Health, Life Skills and Fitness that tie to state and national education standards. Ma Aboutexplores being "green" and understanding how our actions impact the world. The Mad About find out about healthy snacks and proper exercise through sketch comedy segments. Music videos te financial literacy and the importance of family budgeting. Animation reinforces concepts of cyber bully prevention. Mad Aboutuses the technique of sketch comedy, music videos, animation and kid on the street interviews to teach, entertain and inspire teens to make quality life decisions. The diverse and dynamic cast of young people who make up the Mad Aboutcast combine their natural curiosity with enthusiasm to inform teens and their families about society's most important issues and life skills. The Aboutwebsite that can be easily accessed by parents and educators providing a clear description of program and types of topics covered. It will also provide a listing of the days and times shows are aired broadcasting stations through the USA. Advanced notice of programming will also be available to pare and consumers by the website.	
Other Matters ((5 of 20)	Response
Program Title		Young Icons
Origination		Syndicated
Days/Times Pro Regularly Sche	•	07/03-09/18: Sun/1-130p; 09/25: Sun/7-730a
Total times aire scheduled time		13
		30 mins
Length of Progr	ram	

Describe the educational	(Digital 39.1) The Young Icons gives you a glimpse inside the lives of the brightest and the
and informational objective	best of America's youth, including world-class athletes, accomplished artists, scholars,
of the program and how it	philanthropists, and entrepreneurs. These extraordinary young people are making a real
meets the definition of Core	difference in the world, and prove that children really can accomplish amazing and
Programming.	inspirational things.

Other Matters (6 of	
20)	Response
Program Title	On the Spot
Origination	Syndicated
Days/Times	09/25: Sun/1230-1p
Program	
Regularly	
Scheduled	
Total times	1
aired at	
regularly	
scheduled	
time	
Length of	30 mins
Program	

Age of Target Child Audience from

and

Core

13 years to 16 years

(Digital 39.1) The National Governors Association and Council of Chief State Officers released the Common Describe the educational Core State Standards Initiative, an attempt to set a national curriculum to bridge the standards gap between states. The content of On the Spot is based on the Common Core State Standards. The show uses an informational entertaining on-the-street format to test how well young people know the information contained in their own objective of national curriculum. Then, On the Spot explains the answer to each question. The pedagogical approach of the program testing first and explaining the answer second has been shown to enhance retention and understanding. On and how it the Spot challenges viewers to recall middle and high school knowledge about history, science, math, meets the English, second languages, health, geography, art, music, and technology, and then teaches them the definition of answer. Among a field of narrowly-focused E/I programs, On the Spot stands out as most the scholastically diverse and enriching educational program on the market. Programming.

Other Matters (7 of 20)	Response
Program Title	Super Libro
Origination	Network
Days/Times Program Regularly Scheduled	07/02-09/24: Sat/7-730a; 07/03-09/25: Sun/7-730a
Total times aired at regularly scheduled time	26
Length of Program	30 mins
Age of Target Child Audience from	5 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	(Digital 39.2) This animated children's series transports two curious children and their robot, who, after accidentally discovering an antique book with magical power, find themselves caught up in adventure after adventure. In each episode, they are transported back in time, right in the middle of ancient, biblical stories. Children of all ages enjoy experiencing first-hand their favorite Bible adventures.

Other Matters (8 of 20)	Response
Program Title	Safari Tracks
Origination	Network
Days/Times Program Regularly Scheduled	07/02-09/24: Sat/730-8a; 07/03-09/25: Sun/730-8a
Total times aired at regularly scheduled time	26
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming. (Digital 39.2) Safari Tracks is a program with content grounded in the natural world and delivered using an approach that, while entertaining to a young audience, highlights the informational and educational aspects of the animal kingdom in the given environment of Africa. Young audiences will gain worthwhile information and concepts delivered with an enlightened attitude toward nature and the environment. Viewers receive topic points that help build the ethical decision-making necessary to becoming a citizen of the planet.

Other Matters (9 of 20)	Response
Program Title	Reino Animal
Origination	Network
Days/Times Program Regularly Scheduled	07/02-09/24: Sat/8-830a; 07/03-09/25: Sun/8-830a
Total times aired at regularly scheduled time	26
Length of Program	30 mins
Age of Target Child Audience from	5 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	(Digital 39.2) Reino Animal is an amusing and informative 30 minute program about Flora and Fauna. The program introduces to the audience all kinds of animals that you can imagine, from the common to the amazing animals, including monkeys, gigantic lizards, sharks and tigers, and the remainder of the animals of the Americas, Africa, Asia, Australia, and all the places in between. Each episode is independently an amusing view and adventure in the animal world. In this committed world to the preservation of its resources, Reino Animal is captivating, culturally prominent, and important.

Other Matters (10 of 20)	Response
Program Title	Mustard Pancakes
Origination	Network
Days/Times Program Regularly Scheduled	07/02-09/24: Sat/10-1030a, 1030-11a
Total times aired at regularly scheduled time	26
Length of Program	30 mins
Age of Target Child Audience from	3 years to 6 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	(Digital 39.3) Mustard Pancakes is a television series for children, featuring the loveable and talented Courtney Campbell, and her family of fun-loving friends. Each episode mirrors a slice of everyday life, from problems to celebrations and everything in between. Mustard Pancakes is designed to contribute to preschool children's social and emotional development, with a secondary focus on literacy and storytelling. It supports and nutures a sense of self-esteem and self-efficacy.

Other Matters (11 of 20)	Response
Program Title	Critter Gritters
Origination	Network
Days/Times Program Regularly Scheduled	07/02-09/24: Sat/11-1130a, 1130a-12n
Total times aired at regularly scheduled time	26
Length of Program	30 mins
Age of Target Child Audience from	1 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	(Digital 39.3) Series features a non-violent, adventurous format that can be enjoyed by the entire family while stimulating creativity, promoting team work, and showcasing moral dilemmas and social values. A search and rescue, animal adventure-themed series with an entertaining twist of investigative and detective "super sleuthing" by a group of neighborhood kids, a veterinarian, a marine biologist, a zany professor, and colorful neighborhood characters. Action and stimulating story lines combined with compelling situations along with kids' natural curiosity and a love for animals. Series features a diverse cast providing positive role models.

20)	Response
Program Title	Curiosity Quest
Origination	Network
Days/Times Program Regularly Scheduled	07/02-09/24: Sat/12-1230p, 1230-1p
Total times aired at regularly scheduled time	26
Length of Program	30 mins
Age of Target Child Audience from	1 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	(Digital 39.3) Curiosity Quest is an upbeat, family, educational program that explores what viewers are curious about. In each show, host Joel Greene ventures on a quest to answer viewers letters of curiosity. Each quest takes the audience on location for an unscripted, hands-on, educational exploration. In addition, throughout each program, Joel will hit the streets to get real and often comical answers to questions pertaining to each episode. Joel's enthusiastic personality often land him in hilarious situations in pursuit of the answer.

Other	
Matters (13	
of 20)	Response
Program Title	Magi-Nation

	Network
Days/Times Program Regularly Scheduled	07/03-09/25: Sun/1030-11a
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	7 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	(Digital 39.4) For young people today, new information is generally no more than a mouse-click away. Knowledge is readily there for the taking if kids simply know how to appropriately access it and effectively make use of it. In this context, many of the most useful and important things that youngsters can learn center on discovery, analysis and problem-solving how do kids get the "right" information and make proper use of it. What questions should be asked? How does one assess veracity? How does one weigh alternatives? How are decisions best arrived at? How does one decide when aims can be accomplished independently, and if help is needed, how does one go about enlisting support? Above all, how can goals be achieved ethically and with regard to the greater good. In an enticing new world filled with excitement, mystery, and danger. "Magi-Nation" addresses these vital learning goals. Tony, Edyn and Strag along with their human and decidedly non-human colleagues model their successful, and sometimes less than successful, attempts to analyze difficult situations, set appropriate goals, and creatively seek solutions to th
r rogramming.	
Other Matters (dire dilemmas in which they find themselves. In the course of a series of intriguing codes, riddles and other puzzles that Tony, Edyn and Strag are presented with along the way, viewers are furthermore given the engaging opportunity to not only observe others go through the problem solving cycle, but to make use of their unique knowledge base and burgeoning problem solving skills to address conundrums on their own.
Other Matters (dire dilemmas in which they find themselves. In the course of a series of intriguing codes, riddles and other puzzles that Tony, Edyn and Strag are presented with along the way, viewers are furthermore given the engaging opportunity to not only observe others go through the problem solving cycle, but to make use of their unique knowledge base and burgeoning problem solving skills to address conundrums on their own.
Other Matters (of 20)	dire dilemmas in which they find themselves. In the course of a series of intriguing codes, riddles and other puzzles that Tony, Edyn and Strag are presented with along the way, viewers are furthermore given the engaging opportunity to not only observe others go through the problem solving cycle, but to make use of their unique knowledge base and burgeoning problem solving skills to address conundrums on their own.
Other Matters (of 20) Program Title	dire dilemmas in which they find themselves. In the course of a series of intriguing codes, riddles and other puzzles that Tony, Edyn and Strag are presented with along the way, viewers are furthermore given the engaging opportunity to not only observe others go through the problem solving cycle, but to make use of their unique knowledge base and burgeoning problem solving skills to address conundrums on their own. 14 Response Country Mouse City Mouse Network 07/01-09/30: M-F/930-10a
Other Matters (of 20) Program Title Origination Days/Times Program Regula	dire dilemmas in which they find themselves. In the course of a series of intriguing codes, riddles and other puzzles that Tony, Edyn and Strag are presented with along the way, viewers are furthermore given the engaging opportunity to not only observe others go through the problem solving cycle, but to make use of their unique knowledge base and burgeoning problem solving skills to address conundrums on their own. 14 Response Country Mouse City Mouse Network 07/01-09/30: M-F/930-10a arly d at 66
Other Matters (of 20) Program Title Origination Days/Times Program Regula Scheduled Total times aired regularly schedu	dire dilemmas in which they find themselves. In the course of a series of intriguing codes, riddles and other puzzles that Tony, Edyn and Strag are presented with along the way, viewers are furthermore given the engaging opportunity to not only observe others go through the problem solving cycle, but to make use of their unique knowledge base and burgeoning problem solving skills to address conundrums on their own. 14 Response Country Mouse City Mouse Network 07/01-09/30: M-F/930-10a arly d at 66 uled
Other Matters (of 20) Program Title Origination Days/Times Program Regula Scheduled Total times aired regularly schedu time	dire dilemmas in which they find themselves. In the course of a series of intriguing codes, riddles and other puzzles that Tony, Edyn and Strag are presented with along the way, viewers are furthermore given the engaging opportunity to not only observe others go through the problem solving cycle, but to make use of their unique knowledge base and burgeoning problem solving skills to address conundrums on their own. 14 Response Country Mouse City Mouse Network 07/01-09/30: M-F/930-10a 07/01-09/30: M-F/930-10a am 30 mins

Other Matters (15 of 20)	Response
Program Title	Green Screen Adventures
Origination	Network
Days/Times Program Regularly Scheduled	07/02-09/24: Sat/10-1030a
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	7 years to 9 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	(Digital 39.4) Green Screen Adventures sparks enthusiasm for writing through age-appropriate sketch comedy, original songs, puppetry, and story theatre. The stories are based on the writing of elementary school students. Children get the message that their words have power and their voices are being heard. The Green Screen company of performers and writers are diverse and reinforce critical writing skills and share positive social messages. The educational mission also emphasizes curiosity, confidence, citizenship and compassion.

Other Matters (16 of 20)	Response
Program Title	Busytown Mysteries
Origination	Network
Days/Times Program Regularly Scheduled	07/02-09/24: Sat/1030-11a
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	3 years to 7 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	(Digital 39.4) Curiosities are everywhere in Busytown and so are Huckle Cat, Lowly Worm, Sall Cat, Hilda Hippo plus Pig Will and Pig Won't. Each episode is an innovative blend of humor and learning based around six unforgettable friends and many other colorful characters from the amazing world of Richard Scarry's books. Viewers follow the friends as they scour Busytown looking for the answer to the episode's mystery.
Other Matters (17 of 20)	Response
Program Title	The Busy World of Richard Scarry
Origination	Network
Days/Times Program	07/02-09/24: Sat/11-1130a, 1130a-12n

Days/Times Program Regularly Scheduled	07/02-09/24: Sat/11-1130a, 1130a-12n
Total times aired at regularly scheduled time	26
Length of Program	30 mins

Age of Target Child Audience from

2 years to 5 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming. (Digital 39.4) This fully animated series is based on the books by Richard Scarry which parents worldwide rely on to teach valuable lessons. Busytown is an enchanting place that's abuzz with energy and life. Young audiences love to sing and laugh along, as Huckle Cat and Lowly Worm make their way through the day. Always concerned for each other, the residents of Busytown make time for a song and a smile.

Other Matters (18 of 20)	Response
Program Title	Cake
Origination	Network
Days/Times Program Regularly Scheduled	07/02-09/24: Sat/12-1230p
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	8 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	(Digital 39.4) Cake, super creative teen, hosts a cable access show, "Cake TV", with the help of her three best friends, Miracle, Amy and Benjamin. The show is produced out of Cake's garage and co-hosted by the three girls who show their audience how to take ordinary, everyday items (t-shirts, CD cases, plush toys) and make them extraordinary using a little imagination, and a glue gun!

Other Matters (19 of 20)	Response
Program Title	Dance Revolution
Origination	Network
Days/Times Program Regularly Scheduled	07/02-09/24: Sat/1230-1p
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	10 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	(Digital 39.4) The goal of Dance Revolution is to teach and promote dance as a means of excercise and an avenue to good health for 10-12 year olds.

Other Matters (20 of 20)	Response
Program Title	Stargate Infinity
Origination	Network
Days/Times Program Regularly Scheduled	07/03-09/25: Sun/10-1030a

Total times	13
aired at	
regularly	
scheduled	
time	
Length of	30 mins
Program	
Age of	9 years to 11 years
Target Child	
Audience	
from	
Describe the	(Digital 39.4) This series is designed to encourage young viewers to accept and value diversity. Each wee
educational	the team of young Stargate trainees enter a new world. As they encounter cultures, races, and life forms
and	foreign to any they have ever dreamed of, they also face life-threatening problems that require each
informational	member of the team to contribute to the well-being of all. As the young cadets learn to interact with and
objective of	value "people" from different backgrounds and cultures, so too will the viewing audience. The trainees
the program	model many of the attitudes and behaviors that today's young people must learn in order to function well in
and how it	a highly diverse society. The episodes emphasize getting along with others who are very different from
meets the	oneself, working well with one's own team, and the individual character traits and abilities that go into the
definition of	making of a good Stargate warrior and, of course, a good person.
Core	
Programming.	

Question

I declare, under penalty of perjury, that I am an authorized representative of the above-named applicant for the Authorization(s) specified above.	Channel 39, Inc., Debtor-in Possession
I certify that this application includes all required and relevant attachments.	
AUTHORIZATION (U.S. Code, Title 47, §312(a)(1)), AND/OR FORFEITURE (U.S. Code, Title 47, §503).	
FINE AND/OR IMPRISONMENT (U.S. Code, Title 18, §1001) AND/OR REVOCATION OF ANY STATION	
WILLFUL FALSE STATEMENTS MADE ON THIS FORM OR ANY ATTACHMENTS ARE PUNISHABLE BY	
requirements that apply to the type of Authorization requested in this application.	
of the Authorization. Consult appropriate FCC regulations to determine the construction or coverage	
Upon grant of this application, the Authorization Holder may be subject to certain construction or coverage requirements. Failure to meet the construction or coverage requirements will result in automatic cancellation	
FORFEITURE OF ANY FEES PAID	
FAILURE TO SIGN THIS APPLICATION MAY RESULT IN DISMISSAL OF THE APPLICATION AND	
belief there is good ground to support it; and that it is not interposed for delay.	
certifies that he or she has read the document; that to the best of his or her knowledge, information, and	
(a), who is authorized to represent the party filing the Children's Television Programming, and who further	
Programming; or (b) an attorney qualified to practice before the Commission under 47 C.F.R. Section 1.23	
appointed official who is authorized to sign on behalf of the party filing the Children's Television	
officer, director, member, partner, trustee, authorized employee, or other individual or duly elected or	
The undersigned certifies that he or she is (a) the party filing the Children's Television Programming, or an	

Attachments No Attachments.